

## **Duluth Commission on Disabilities**

Our mission is to ensure that people with disabilities have equal access to and can participate fully in the community.

## Commission on Disabilities Agenda Wednesday, March 2, 2022 | 3:00 pm

Virtual Meeting: <a href="https://duluthmn.gov/live-meeting">https://duluthmn.gov/live-meeting</a>

Public Comment will be taken via Webex. Individuals may also email or mail comments to the Commission prior to the meeting, see contact info at bottom of agenda for more information.

## **Agenda**

Welcome - Roll Call; Chair, Laurie Berner

- Approval of current agenda
- Approval of February minutes
- Public Comment/Information
- Guest Speaker(s)
- Accessible Parking Update
- Parks and Rec Report
- Old Business
  - o Snow Removal task force update

- New Business
- Current Disability Issues
  - Commission brainstorm session on critical areas of focus and prioritization
  - Voting
  - DTA Accessibility Advisory Committee Quarterly Update
- Other Business
- Correspondence
- Announcements
- Adjourn

The Commission on Disabilities will be holding its meeting by other electronic means pursuant to Minnesota Statutes Section 13D.021 in response to the COVID-19 emergency. Members of the Commission will be participating through video conference. Members of the public can monitor the meeting and provide public comment on agenda items through WebEx Events. Visit <a href="https://duluthmn.gov/live-meeting">https://duluthmn.gov/live-meeting</a> to access the meeting. The public is also encouraged to submit written comment to Carl Crawford prior to the meeting by <a href="https://duluthmn.gov">humanrights@duluthmn.gov</a> or mailing comments to 411 W 1st St, City Hall, Duluth, MN 55802. Please note that all public comment is considered Public Data.

## Next Commission Meeting – April 6, 2022 3:00 p.m. – City Hall room 303

If Commissioners are unable to attend, please contact the Chair or Carl Crawford at 218-730-5630 or email ccrawford@duluthmn.gov

\*Materials are available in alternative format upon request